SUC-SESSION

YOUR SPECTRUM - MAGAZIN

Issue 05/2002 (192) September/October 2002

Growing number of readers!
When will we reach the
100-readers-mark?

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together

The Price:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 €	16,00 €
2) SUC-Session Magazine as a PDF-Download	1,50 €	8,00 €
3) SCENE+ Disk-magazine	2,50 €	12,00 €
4) SCENE+ on Cassette	3,50 €	18,00 €
5) SCENE+ as a TAP-Download	1,50 €	8,00 €
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 €	26,00 €
7) Combi-packet SUC-Session & SCENE + Tape	5,50 €	28,00 €

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to:sintech@online.de. Your can pay by Cheque(Euro), Paypal or Bank-transfer. Account Nr.. 3205069, Sort-code 380 707 24. As reason for the payment please include the information : Packetnumber(s), for example Nr 6 or 2 and 5 or whatever you want to order.
New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0711/775033.

THE NEW SCENE+

The people responsible for SCENE+ have changed but in spite of that it will definitely continue to be produced and that on the diskette systems +D, Opus,MB02 and also on cassette. Despite the changes it would be no problem to make sure that SCENE+ appeared on time, if Mirko hadn't tried to improve the system. But it's natural to want to improve things and at the Spectrology in Wittenberg Mirko, Christoph and myself had agreed on a little cooperation to get SCENE+ flying again. So I looked out a number of programs and Christoph has then improved on the programming. There is not much of this to be seen on SCENE+ 52, which not everyone has yet, but with the up coming edition there will be a number of improvements to be seen which will give SCENE+ a more professional appearance.
Certainly not all readers of SUC-Session have made use of the double-subscription together with SCENE+, so we can present here a couple of appetizers, from the next edition of SCENE+. It certainly isn't everything but just a selection of what will be included.

Intros

Intros are usually small ‚mini-demo's' often using less than 1KB. So as to show (especially those from the PC World) just what can be achieved with very little memory. The Intro's do cause some problem for SCENE+ as the +D only allows a maximum of 80 programs per diskette. But if every program only uses 1KB then you have lot's of programs but haven't used much capacity on the diskette. For this reason we spread the Intro's out and in issue 53 you will find:

-Blobs
-c2h5oh1
-c2h5oh2
-Caturn
-Eeon
-Guide
-Incrt
-Insulti

„Alcoholic Demos"

We've given this section the name 'Alcoholic demos' because these demo's have obviously been created under the influence of large quantities of alcohol. A lot of these demo's have been produced at parties such as „Beerever" or the „International Wodka Party". The objective is using simple methods, often Basic to write a small joke/fun demo. Not exactly something that should show how good the Spectrum is, never the less it's astonishing just what can be produced using just Basic. So we are showing these Demo's this time:

-Don´t Smoke
-Dupa (perhaps only MB02)
-Larkvom
-Polish

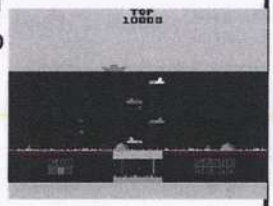
Music

There has to be some music, fortunately there is a new music demo from Factor6:
-Chocohol

Graphics

Under the influence from LCD, SCENE+ was well known for it's graphic galleries. It's certain that LCD will still be producing graphics for SCENE+ in the future. However here we are presenting the results of the Forever 2E3 Party:
-f2e3seg
-f2e3seg9

Games



Who can say no to a little game to relax with?
This time there are two interesting program's for you:

-Mental blocks
-Subscan

Descriptions of the games as well as an introduction and other information is of course on the Diskette.

The Rest

As SCENE+ isn't finished yet we don't know what will be added but from experience we can say that it will probably contain some utilities. Let yourself be surprised.

Preface

Dear Spectrum-Friends,

so here again a new issue and hopefully for me is the end of the ‚stress' in sight. Of course the fact that the magazine is always late has been getting on my nerves. Firstly because Leszek often finished SCENE+ too late, then Mirko took over SCENE+ and set up a new record when it comes to the subject of late delivery. To save his honour it must be said: He had some big problems and we were happy that someone was prepared at least, to take over the task.

Now that the sending of SUC-Session and SCENE+ has to take place from Germany instead of via Austria as in the past, it turns out that the cheapest way is to separate the two and send them separately ex.. SUC-Session is sent from here in Filderstadt while SCENE+ is sent from ULM. The costs remain acceptable and only for the cassette users would it have been too expensive to send them separately, much more expensive and so simply not practical. We sent the last issue separately and I really should have mentioned this in the Preface. But unfortunately I somehow managed to mislay the changed preface and ended up using the version without this information in it.

So just a repeat: The SUC-Session and SCENE+ remain together and Mirko and I will continue to work very closely together. But for the subscribers to both magazines you will in future receive them separately, only the cassette users will receive theirs together in one envelope. In this way both magazines are separate from one another when it comes to date of publication, though we will continue to print an index for SCENE+ in SUC-Session (when possible). My apologies to cassette users outside of Germany who received SCENE+ without the cassette case, this was necessary because of the explosion in postal costs which would have meant that the postage would have been more than 4 Euro's. We calculate for the postage 1.56 Euros and by leaving out the case we managed to reduce the cost to 2.25 Euros. Even this is of course too expensive so that we will probably have to increase the price for cassette users next year.

My appeal to all cassette users is please try to get hold of a floppy interface. Sintech has a number on offer and if you ask maybe another reader has an interface to dispose of. Working with a floppy interface at least doubles the fun of working with the Spectrum and in the end saves a lot of time, a commodity which none of us have.

And now something to the general situation: In earlier years the Spectrum-User-Club had over 1000 members, as I took over the club in 1994 there were only 50 members and most of those were considering ending their membership. Since then the membership has varied between 50 and 60, never more. The Download-Option has shown itself to be the right way to encourage new interest. Especially as the subscription is very cheap, it attracts an ever increasing number of readers. Our English edition has also contributed, so that we really hope that we can break the barrier of 100 members.

There is of course always some criticism of the magazine. Too much of it, too little, more jokes or less...in the end it is not us who make the magazine but you the readers.

What you write that's what we print. If you want more hardware, then write more about hardware, more software tests? Then send us some. My job is to layout and print the magazine, your responsible for the content. Of course I make an input, collecting news, reports on home-pages and Spectrum user meetings, but I think that we all need to work on making it a really good magazine. I'm more than willing to create a few more pages when enough good material arrives.

So with this view, we are coming into the colder part of the year, an ideal time to write an article or a readers letter for SUC-Session. And for those who enjoy programming: SCENE + will be more than happy to publish your programs.

But first have fun reading this issue

Thomas

Readers Letters

I've received large numbers of letters and E-mails over the last few months but all of them about the same subject. Here to represent all of the other mails the one received from Rupert Hoffmann:

Hallo Thomas,
I've received the issue mentioned above but the Opus disk is missing. I think it must have been lost as the envelope wasn't sealed. The flap had simply been folded in. It's well known that the post doesn't handle the mail particularly carefullyIs it in spite of this possible that I can get a copy of Scene+.
Regards
Rupert-Hoffmann@t-online.de

Hallo Rupert and all of the rest of you,
As you now know SCENE+ is being sent separately. SUC-Session is being sent in an unsealed envelope, so that it is possible for us to send it at a cheaper rate, as 'printed paper' (Büchersendung). While the Tape and MB02 Users should already have their issues, The PlusD and Opus Users are still waiting at least at the time I am writing this answer. The reason is connected to the fact that Mirko doesn't have a +D and is using the Real Spectrum emulator to create the SCENE+ diskettes. Unfortunately this isn't working very reliably and the diskette version created is regularly corrupted. Difficult to believe but it's the last file on the diskette which is unreadable. Unbelievable but true. Exactly what the cause is we are not certain about at the moment. The Italian group Ramsoft (as creator of the emulator) are looking at the problem and it will be solved very soon. Then Mirko will, completely separate from SUC-Session, try to catch up the lost time. That he of course also needs programs is clear. So send him what you have.

The next letter comes from Thomas Schwarz:
Hallo Thomas And wife (sorry but I just can't remember your name at the moment, that is if I did ever knew it)! My congratulation on your wedding and I would like to wish you all the best for your life together I would also like to include the same wishes for your new career and hope that everything progresses well.
Could you arrange that with the next magazine you send me the disk from this issue? Unfortunately the disk was missing but please don't send it extra, it's not necessary to give out the extra postage. Understood…
I don't yet know whether I will be coming to the meeting, but I think that Roland and I will try to be there, with certainty an Emlyn Tournament, we can't miss that.
Unfortunately I had a ‚small accident with a woman' and so have had my hand strapped up for the last 4 weeks, and so am slowly learning again to write and type and..... I will try again to write an article but I think it will be after the next issue, because as I say I need to practice so that I can do everything with my hand which I could before the accident. Still some pain but hopefully I will be able to do everything again soon.
Write and tell me how I can make your link better on my home-page http://t.schwarz_.bei.t-online.de perhaps you have a BANNER or something similar Or perhaps some additional text. It won't be long before my page is also very well known, when I have completed the Meta-Tag (search function for the Search engine is based on it).
See you soon, Thomas

Yup, also Thomas here... many thanks for the good wishes. My wife's name is Annette and at the latest when you come to the Spectrum-User-Meeting you will get to know her (She was there last year too but in the kitchen). The thing with the diskette was a good idea from Mirko. We thought we wouldn't send any diskettes and then we would get lots of readers letters...well it certainly worked. Yes ok, that's just a joke, everyone knows the truth by now. Did the accident with the woman take place because you got mixed up with a female who was not in your weight class? Anyway, naughty girl, now Thomas can barely write. And he won't be able to play football at the Spectrum-meet, or he will lose...hehe.
We will certainly present your home-page again under ‚Stars on the Internet' as soon as it's finished. As a start we have at least printed the address here so that the readers can at least surf on over.

Our good old LCD has contacted us once again:
Hallo Thomas.
At the moment I have to protect my eyes with sunglasses but I am optimistic that I will be able to come to the meeting/rally My car should be fit again by that time. Especially as the Sciroccos are becoming really rare and mine is a Classic and in good condition. Even though a year ago I was planning to change to another car LCD

Hallo LCD, don't you have to apply for a special old-timer number plate for your car ? (*Ian-in Germany old-timers get a special number plate)* ?I hope your not planning to drive yourself, there are enough accidents already on the A8. Just think what would happen if a Speccy was seen rolling along the road. Anyway, I have heard that

you could possibly travel with Florian. Please do that, that's probably safer for the moment.

New reader Andrew Mc Donald has sent a question along with his subscription:
Does the yearly subscription to SUC-Session include access to the download version of the program in PDF format ? I like to have the printed copy but also to be able to use the electronic version.

Hallo Andrew,
in principle you pay just once for the SUC-Session. Though you do have to pay for any extra costs, ex. When you loose an issue and would like us to send a new copy then you have to pay the postage costs. But with a download we don't have any additional cost, so you will receive the password free of charge...and of course any other readers who ask for it.

Tarquin Mills wrote to Sintech with a question which is also interesting here:
Hi Sintech, please put me on the list of people who would like to have an MB03 or when that isn't possible then an MB2.5. I'm also interested in a +D clone. In the Newsgroup comp.sys.sinclair there was someone who was interested in a Keyboard-folia for the SAM Coupe and mentioned a price of 2000 pounds. You have drawn attention to your new Keyboard-folia. Is there a possibility to produce new keyboard-folia for other classic computers?
Tarquin Mills

Hallo Tarquin,
It would cost thousands of Euro's to get folia produced by a new manufacturer, the price of 2000 pounds is probably the cheapest offer. We can get the Spectrum-Plus Folia produced because we know of a manufacturer who in earlier days produced it in large quantities. This means the templates have already been paid for and he just has to start a small production run for us. This is fairly easy to do and so in comparison relatively cheap. That we are using new better materials doesn't change anything in the templates. If it was possible for someone to find out who produced the original SAM-folia, then this manufacturer could be contacted and would perhaps be prepared to discuss producing them again. But we don't have such a connection to the SAM-Manufacturers.

Frans van Egmond asks about the MB03:
How many people do you have who are interested in a possible MB03? Is the list still growing or would it be better to forget the whole project? Frans

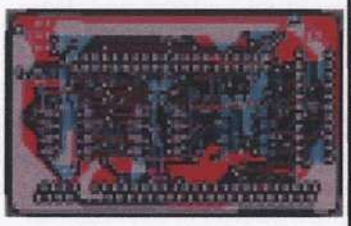
Hallo Frans,
we should perhaps forget the MB03, as it would cost ca. 300 Euro's (about 200 pounds) and would be simply too expensive. Everyone who is interested should concentrate on the MB2.5, who's price will be around 180 Euro's (about 120 pounds).

This interface would be as good as the MB02 but with a built in IDE interface, which was also the main improvement of the MB03. I have around 10 people interested, but for this project as well it would be better if about 50 people were interested. There have been a number of people asking about it but most of them only want a simple diskette interface and would be happy with the +D. The MB2.5 is simply much more than a simple diskette interface, the +D will never have even the IDE-Support. At the Spectrum-User-Meetings here in Germany there is a growing interest in an MB02, but there simply aren't any more available. So I hope that at least this project will be realized.

News in brief

MB02-IDE Interface

The 8Bit-Company has announced that it's now possible get the IDE-Interface. The price will be 50 Euro's (about 35 pounds). Although Sintech doesn't yet have it officially in the standard offer you can already order it from Sintech. The interface is based on the same technology as the current IDE interface offered by Sintech for 26,00 Euro's (about 18 pounds) but it's not a kit as the old interface was but a finished product. As no-one other than Thomas has succeeded in putting this kit together, it looks like a real solution.



Alternative Party 2003

A computer party for all systems, which aren't represented by hundreds of other events. So your not going to see many PC's there, but instead lots of 8 bitter's. This year there were more than 200 visitors and they hope that next year it will be more than 300. An extra Demo-Competition is being held especially for the systems Spectrum and C-64. So for those of you who always wanted to got to Finland, well why not. After all it's not going to be cold in January is it? Alternative Party 2003 on the 10. –12. January 2003 in Gloria Helsinki Finland. http://www.altparty.org/

Market place for classic Video- and Computer games

The 3rd Market place (Börse) for classic Video- and Computer games from the 70's and 80's will take place on Saturday the 2.11.2002 from 10AM to 4PM in Frankfurt am Main, Saalbau Bornheim (Bürgerhaus, Arnsburger Strasse 24). Everyone knows this one: Everything is oriented to the game consoles from Atari, Colecovision, Intellivision, Vectrex, Interton, Saba etc. and the associated games from the era such as Pong, Pac-Man, Space Invaders, Asteroids and Donkey Kong. But Computer fans of the C64, Atari, Amiga, SVC etc. will find lots to interest them. Sellers from all over Germany Holland und Switzerland are expected. Also there are old Arcade-Automat's inviting you to play PONG. This time there will also be Retro-enclosures on offer. The Organizer is ProjektMedia, Martin-Luther-Str 5, 60316 Frankfurt, Tel: 069/82365000, Fax: 069/82365066. Further Information, the Original-Flyer and a diagram giving directions can be found under www.8bitgames.de

Spectrum SE Project

Alchnews has reported that Andrew Owen is working on a new project to develop a common operating system for all Spectrums, this also includes the Spectrum +3e and the Sprinter. From what I have personally heard the development is now going to be integrated into the project ZXVGS. Though I am not 100 % sure about this piece of information.

News in Kürze

PARADOX 2002
Once again there are a lot of new graphics and music pieces unfortunately less demos. Here are the results of the PARADOX 2002 ZX Party held this summer in Russia:

ZX Graphics
1 - Clean - Gas13
2 - YTKU - Disabler/DPL
3 - Clouds - YERZMYEY/HOOY-PROGRAM
4 - Dream by Keyser soc'e
5 - Dummy by Silent/DELTA
6 - Hono by Cannibal/TECHNO LAB

ZX Ay music compo
1. „Live from my oldschool party" by Phantom Lord/CMS+PSYHO
2. „Lonely Soul" by Cj_Flexo/GREEN BIT GROUP
3. „Linda: „Northern Wind" by Silent/DELTA
4. „TRAX" by YERZMYEY/HOOY-PROGRAM
5. „Improvisation #14" by Ivan Roshin
6. „GOOD+BAD+THIS IS MUSIC:)" by Nik-o/TECHNO LAB
7. „It`s come from the dark" by Dj_Uranus/ANGEL2
8. „Autumn is calling..." by Megus/BRAINWAVE
9. „ParadoX" by Macros
10. „speed.limits" by Trommler
11. „Another Plants" by Weirdo/LICOS/PZS
12. „a R !7oC7aB/!rO Ho7ky!!!" by Alone Coders/Invaders AnarchiA
—. „DisCo 22" by Stan/CODERS' ACADEMY

ZX Digital music compo for covox/soundrive
1. „Melomania" by Vigil/CODERS' ACADEMY
2. „Element Moderate" by Nikphe/ANARCHIA
3. „Old remeber remix" by Disabler/DPL
4. „Fatal.generation" by Cj_Flexo/GREEN BIT GROUP
5. „Emergency Exit" by Stan/CODERS' ACADEMY
6. „RAIN" by Weirdo/LICOS/PZS

ZX Demo compo

—. „iNvAsIoN" by .O.C.A.

Microsoft buys Spectrum programmer's
Microsoft has bought the British software house RARE, formally well known under the name ULTIMATE. This deal certainly wasn't cheap as RARE has had great success in the NINTENDO market 375 million Dollars are thought to have changed hands. For this RARE should in future produce titles for the X-BOX. So this is also a way... if people don't want to buy the X-BOX then buy up all of the game produces and force them to produce games for Gates wonder-box... When if Billyboy had known then he could have bought Spectrum-Programmers cheaper from Russia...

Zlincon 2002
The Zlincon 2002 will not take place a week before Christmas as usual, instead it will one week after the Spectrumania, that is on the 19. and 20.10.2002 . Because of this change of dates no-one from SUC or SCENE+ will be traveling to Zlincon, but for anyone who can make it then it is to be strongly recommended. More info and travel details can be requested from the editor.

News in Kürze

Money grabbers on the Internet

Attention all Home-page owners. It is possible on your own homepage to have special links, for example:
a link to Amazon.de, and to earn some money from it when someone follows the link and buys something from Amazon (to make this possible a personal ID is transferred which you have received from Amazon). It seems there are now 'swop site' programs (ex. Kazaa! and others), which change this ID for their own so that the creator of the program receives the money instead of the home page owner! The web page owner is helpless against this type of operation except perhaps to warn readers of his pages. This type of thing is really cheeky and shows just what ideas these sorts of people have.
Details can be found at:
http://www.heise.de/tp/deutsch/inhalt/te/13335/1.html

+D Clone

A lot of readers are interested in this project, so we have decided to report regularly on the development. Like most projects done at home the speed of development depends on how much free time is available. As free time has been at a premium this project has somewhat dropped into the background. Even so at the moment discussions are going on with the supplier of the Floppy controller and it could be that a first prototype will be ready soon.

ZXVGS

This is not the first time we have reported abut this new data system for all Spectrum-Disk-Interfaces. The MB02 Version is already finished, though we haven't yet had a chance to test it. A number of other systems have now joined it, including also TR-DOS. Unfortunately although the new data system is compatible from one system to another for example MB02 with TR-DOS, but it is not compatible with the old systems. Anyone who uses ZXVGS on his MB02 will no longer be able to read his old MB02 diskettes. Fortunately this program is loaded into the SRAM of the MB02 and so it's always possible to boot the system which you need at any particular time. In other systems the software has to be put in an EPROM, so that it's not so easy to change it (*Though I'm sure that in most systems a few hardware hackers could arrange for switchable EPROMS – Ian).* ZXVGS should also be able to support an IDE interface but at the moment we don't have any detailed information. Anyone who would like to try out ZXVGS can find the current versions in the internet and try them out with the Real-Spectrum Emulators: http://zxvgs.yarek.com

Imitation Floppy-Drives

This is also of interest to Spectrum-Users: TEAC is warning about imitation floppy drives which are non functioning and poorly constructed. The copies can be identified by a gray front with the logo TEAC. The original diskette drives type FD-235HF have a light cream front and no logo or printing on it.Further signs that it is an illegal copy are a six sided motor housing on the back and an underside with only 14 holes. The yellow identity badge is on the rear instead of on the top. On the top is a further green identity badge and the embossed CE-marking is missing. The inner works of the copied drives are according to TEAC not clean and poorly constructed. The diskette ejection mechanism is a primitive lever system. Also according to TEAC most of the copies simply don't work.

Computermuseum Kiel

The support club Computer museum Kiel e.V and the ‚Computer show collection' from the Technical college in Kiel (Fachhochschule Kiel) are presenting on the first Thursday of each month at 7p.m. from the series ‚Treasurehouse of computer engineering' at the Zuse-Pavilion, Heikendorfer Weg 93a, 24149 Kiel:

03.10.2002 Computer pioneer Konrad Zuse: Machines and historical information
07.11.2002 How granddad calculated: Mechanical calculators
05.12.2002 Computer pioneer Konrad Zuse: Machines and historical information

The guided tours last approximately 1 hour. Entry is free but you are asked to make a voluntary contribution.
A new feature is that it is now possible at the computer museum to arrange a group tour on the subject „Computer pioneer Konrad Zuse: Machines & Historcal information" (*but this may only be available in German*).

Computer pioneer Konrad Zuse: Machines & historical information
Here especially you can see computer/calculators of the German computer pioneer masterpieces in the development of computers. Relays, Valves and Transistors also help to give to these devices an optical charm.

How granddad calculated: Mechanical calculating machines Mechanical devices have been used as calculating aids for a long time. With this guided tour we would like to present the forerunner of the calculator and computer. From the Abacus to the electro-mechanical calculating machines, which are able to handle all four basic mathmatical operations.

Directions and plan of the Technical college in Kiel: http://www.fh-kiel.de/campus/lageplan
Internet: http://www.computermuseum.fh-kiel.de
Email: verein@computermuseum.fh-kiel.de
Info telephone: (0431) 210-1741 (Mo-Fr 7pm – 8pm)
Booking of a group tour: Info telephone or
gruppenführungen@computermuseum.fh-kiel.de

—
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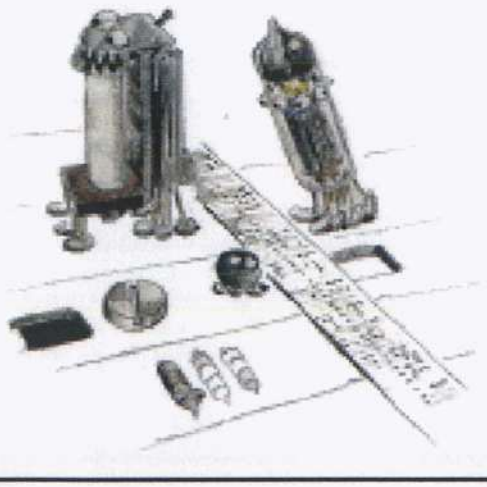
www.procyon.de



Spectrology in Wittenberg

Wittenberg can rightly call itself the Spectrum Mecca of North Germany and for that we can thank just one man: Norbert Opitz. Norbert breathed life into the first Spectrum meeting in Wittenberg, Norbert didn't give up when a couple of years back only 15 users turned up and Norbert has succeeded in making the Wittenberg event to an absolute highlight.

Even last year we were surprised at the number of visitors. And this year even that figure was bettered and what I especially liked: I saw a lot of new faces. That's not to say anything against the 'old faces' who were there: Manfred Döring ex. Who almost never misses a meet and always attended at Wittenberg, even when few other users did. Wolfgang Haller, has made a return when it comes to Spectrum events. The new woman in his life is obviously doing him good. Ronald Raaijen, the long distance visitor and ‚Niederländer' (not a ‚Holländer' as he keeps telling us (*Sorry that's not translatable-Ian*)) and many others, too many to count here, but for everyone I could think of something to say. There were quite a lot of SUC-Session readers in attendance, which just goes to show that there is an avid interest in such events.

I travelled together with Mirko Seidel who has taken over SCENE+ and Christof Odenthal. Christof had to start out two hours before me from Munich so for him it was the middle of the night and at 7AM by me we began to load the car (thank god I had just bought an estate car) and then of we sped. We did well, needing only 6.5 hours including a rest stop to put the 600KM behind us and then started the real fight to get a place to set up. Who would have thought that! But the person responsible for the culture centre managed to magic up a table and with a bit pushing and shoving it all went in.

Immediately we were in the thick of it. Mirko still had loß of questions concerning the different diskette systems for which he would have to publish SCENE+. Christof and I gave him our support showing him what the other users were up to. Christof took a number of pictures with his digital camera and later he sent them to me. The ladies of the culture society smothered us in the usual manner with lots to eat and drink and so as we had our Speccy's with us, we wanted for nothing.

As there were a lot of MB02 users actively participating there was plenty of input for smalltalk. The operating instructions for the MB02 are enough for simple operation but that small black box on the end of the Spectrum has loß of secrets waiting to be discovered. My attention was directed to my Hard-disk which unfortunately I had completely incorrectly formatted, but more about that another time.

The first day went by in a flash but Norbert had a surprise prepared for us: An evening meal at a really nice restaurant. So for an acceptable price we could fill our stomachs and over a beer or two discuss and review the events of the dayBy the way: even for

those of us who are married, the very pretty waitress didn't go unnoticed even though she was being enveloped by Manfred's charms.

Norbert had also done a great job of organising the sleeping arrangements. As far as I can remember there were 8 of us who had decided to make it into a 2 day pleasurable event. To the surprise of some the second day wasn't any quieter than the first. Once again there were lots of visitors to the event and I saw lot's of old and new faces. We were so enthusiastic that it was much later than it should have been before we packed up our stuff and started on the journey home. Arriving of course much later than we had planned.

It's difficult to say that there was a high point on either of the days. It was the common interest, the small talk and the friendly togetherness, which created a really charming event. Of course it's important for Spectrum users to be able to exchange experiences and information. And that's exactly what we did. Wittenberg has developed into a super event and should be boldly marked on everyone's calendar.

Te

IDE-Interface Correction

In the January issue of SUC-Session we had a report about an IDE interface. Unfortunately there was a mistake which had consequences in this report. The Software which is supplied with this interface is another version different from that described in the article. This means that when formatting diferent tracks and sectors have to be entered than those quoted in the magazine. The consequences were restricted to my computer because no-one other than myself had completed their interface. Over a period of time the effect was seen that every time a new partition was created, an old partition including it's data became useless.

If you use these parameters then this will no longer happen:
Track: 68
Sektor: 15
It's important before writing anything to the drive that all of the partitions have been formatted. There is no other possibility other than using the formatting program FF17 and

as there is no FOR-NEXT-Loop you really do have to select each partition manually to format it. I've helped myself with these couple of instructions:
1 LET drv = PEEK 65535
2 POKE 65535, drv+1
After a partition has been formatted you must end the format program, whereby you are back in BASIC, then type RUN and the program can be restarted with the next drive.
Warning: When you use the IDE interface you lose drive 9 which was the RAM drive. But you don't really need it, instead you can simple create a partition on the hard-disk. However you can't format drive 9, with the hard-disk you reserve drives 3 to 8 and 10 up to the maximum of drive 253.
Over time I've got really used to working with the hard-disk and can supply many tips. I certainly wouldn't want to be without it again.
Te

New All-in-one PSU

Our reader Attila Tözser was very unhappy to use a PC PSU for the supply of this MB02, the Spectrum and the drives. It doesn´t look good to have such a big device near such a small computer and the PSU´s ventilator was too loud for him.

What now? He built a own PSU and with the informations here you can do this as well. Most is shown on the pictures, but who is not sure about can contact Attila directly:
Attila Tözser
Finit-2 Kft
Martirok u. 58
HU-1043 Budapest / Ungarn
e-mail: tozser@elender.hu

Partlist:
IC1 = 78S05 (TO-220 package, 2A voltage regulator)
IC2 = 78S09 (TO-220 package, 2A voltage regulator)
IC3 = 78S12 (TO-220 package, 2A voltage regulator in my PSU this is also a 78S05, see description)
B1 = B40C 40V 5000/3300 mA Graetz-bridge silicone rectifier
C1 = 16V/10000uF electrolytic polcap
C2, C3, C4 = 10uF tantalum polcap
C5, C6, C7 = 100nF ceramic capacitor

Heatsink = SK34 type, 100mm long (see pictures)
A small rocking switch that you would like to use :)

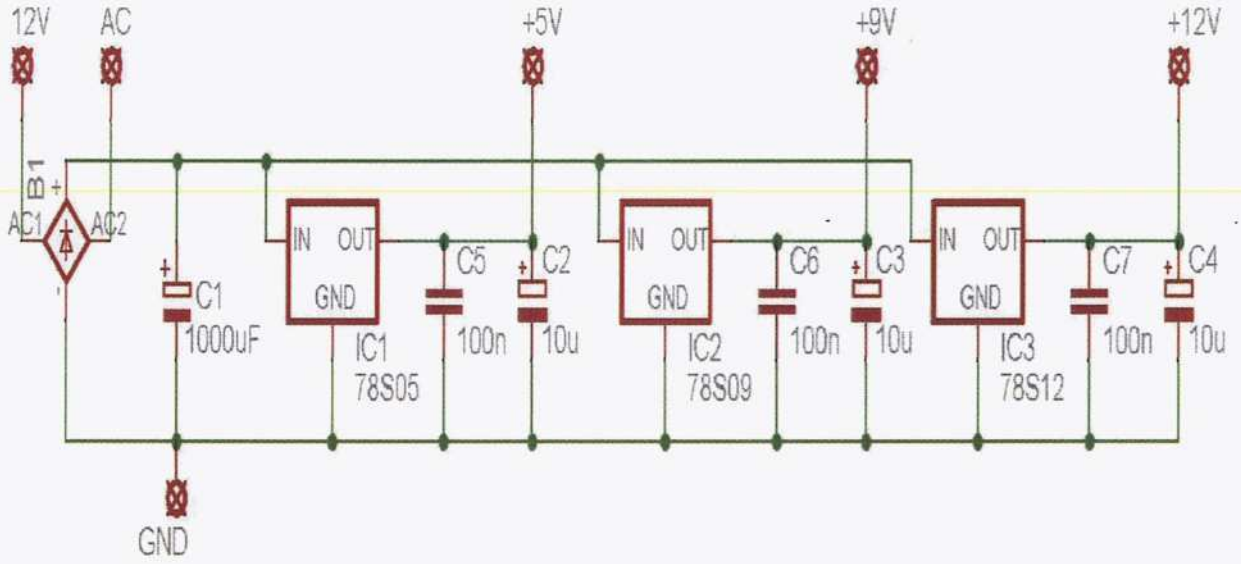
Attachments:
- digital pictures of the assembled PSU with the transformer
- PCB layout picture
- Circuit diagram

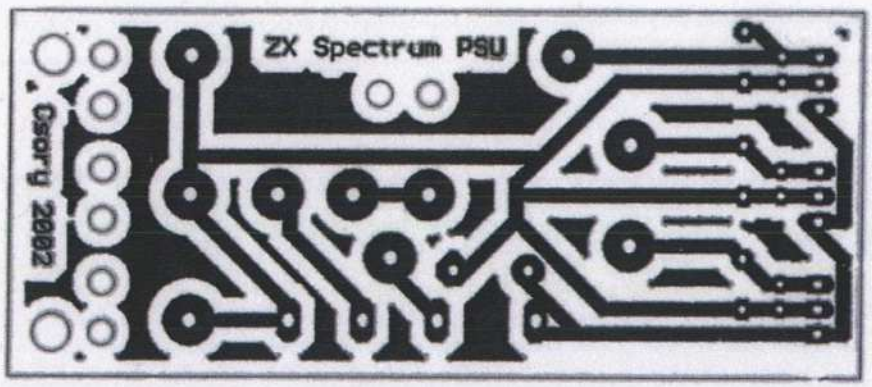
What is missing:
- PCB implementation, this would require complete re-generating the PCB design, so I would not go through it again... You can find out everything from the pictures (or at least I hope it so).

Additional information:

- All the voltage regulators (IC1,2,3) are soldered on the backside of the PCB! (As can be seen on the pictures)

A last wish:
Please measure all Pins before connecting to the Spectrum. A broken Spectrum is as sad as a empty credit card. I am not responsible for any damages that occure on the Spectrum or add-ons.
Attila Tözser





Zx Spectrum Transfer Program

This is a small but usefull program to transfer data and code files from a Spectrum with Interface 1 to a PC with Windows 95/98/ NT 4.0 or Windows 2000.

It needs an RS323 cable which can be plugged into the Interface 1. If you haven't got one you can wire one as follows:

PC	IF-1
2 - RD	3 - TD
3 - TD	2 - RD
5 - GND	7 - GND
7 - RTS	4 - CTS
8 - CTS	5 - RTS
1 - DCD	9 - DTR

On the PC-Side you need a female 9 pin socket, and a male (plug) on the Spectrum side. A modem cable won't work, but perhaps a Null-Modem – Cable would.

The program is an experiment. It still contains errors, which I know about but it works in both directions with a maximum Spectrum speed of 19200bps (19200Bauds).

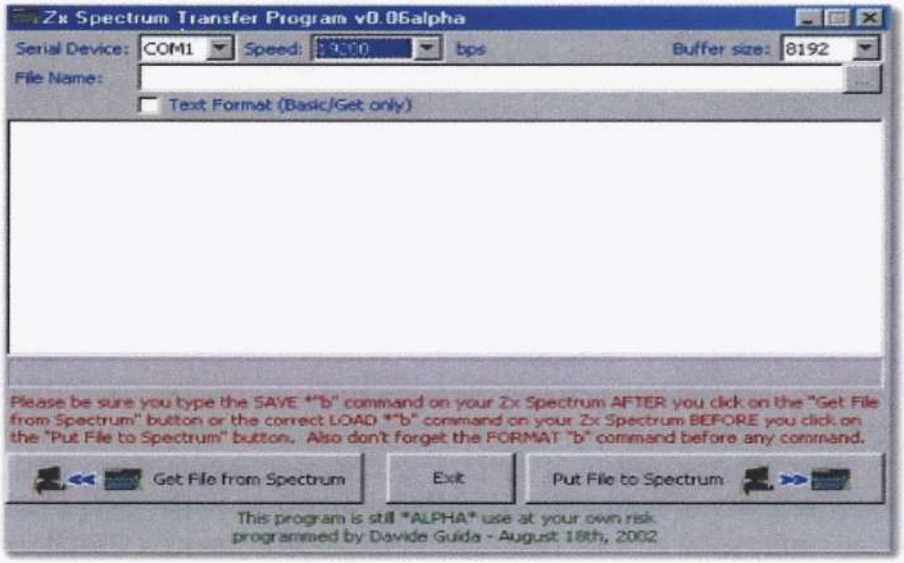
The program is Freeware, but of course any of you can send me a present if you want. Any type of Spectrum accessory would be eagerly accepted provided it works:

Davide Guida

via Rodolfo Falvo 10

80127 Napoli

davide.guida@inwind.it



Stars on the internet

Through a lucky accident we received some clues about another candidate for our Internet report. So let's go straight over to the Czech Republic where there are two new web sites.

The Total Computer Gang
http://tcg.speccy.cz/
surprises us immediately with a choice of the Czech language or English. Not typical of Czech sites but very welcome. As far as I can tell the English isn't perfect but understandable.
The homepage is under construction, as well as a picture gallery of the computer shows which have been visited, which also isn't finished. But it is possible to download a number of program's from the group and to get information about their new projects. These projects are very interesting for us, for one thing they are working on the project MB-Commander(Around 90% completed) and a Demo called „State of the Art" translated from the Amiga (Should be ready for 'Forever' in March 2003).
As well as this there is information on the history of the group which has managed to stay more or less hidden for the last 10 years. Really interesting pages, mainly for those interested in Demo-groups.

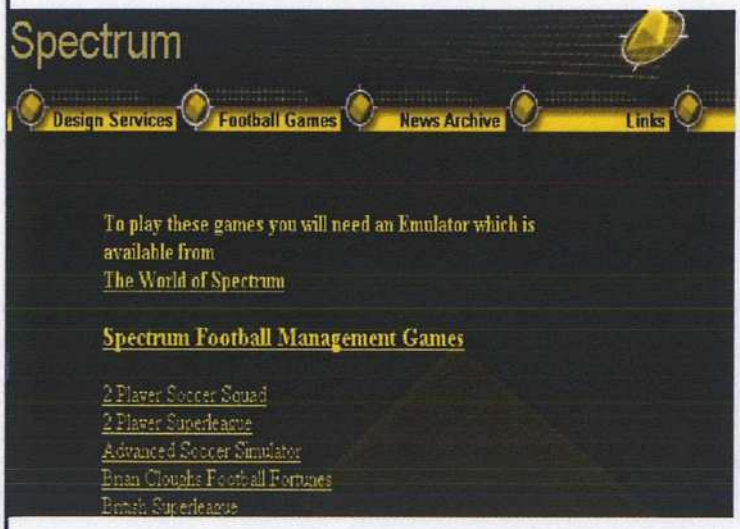
The second site is from the Czech group CI5:http://ci5.speccy.cz
Here they didn't bother with the English and started straight offwith everything in Czech, oh well, what is the International language? As well as general information about the Spectrum which we didn't of course understand, there is information about the group. A

respectable 7 members. Not bad. There are a large section on game pokes. So we understand the Pokes but the Cheats which are described start to be a little more difficult to follow.

Under Downloads it's possible to find a number of Utilities and games some of which are not common place. Even without any knowledge of the Czech language it's possible to work out what most of the programs do. Alongside new versions of well known programs (with Amiga – Mouse) there are PC-Utilities for the Real Spectrum Emulator You can also download issues of 'X-Magazin', a diskette magazine which was published up till 2001. I couldn't decipher whether the group want to revive the magazine, but it looks like it, as there is a new issue published in July Just as we expect from a Coder-group they visit various parties. There is a lot of info (in Czech of course) and pictures(can be understood by everyone) about the last KAPLICON Spectrum-Parties, the last one was in August (Woops-have I missed something...). And lastly there is a page with links to other interesting Czech sites, not all of which I was aware of. So there is still a lot of active including the hardware area. What's missing? It seems, the Demo's? Hasn't this group made a single Demo? Unbelievable. But I think it's fairly certain that this group will in future take over the disk magazine „X-Magazin" for the MB02 and D80. And we all know how much work is involved in such a magazine, so we will let that serve as compensation for the lack of demos.

Now away from Demo-groups to something completely different: http://www.dazsoft.pwp.blueyonder.co.uk/

Here Dazsoft is providing information about itself which is completely uninteresting for us as it's a Home-page design-service, but presented is a fanatical love of: Football-Manager



In all it's varieties, you will find here a comprehensive list of all of the games to download. The Spectrum-area is very large, but there are also downloads for the Atari ST, Amiga, PC and C-64 on offer. Really interesting for Football-Manager-Fans.

So that's it once again for our look around the Internet activity. Send us your E-mails when you discover something of interest which we should show on these pages to: sintech@online.de

Te

Tips & Tricks

Adventure solution "Shimmerkin"

Hello Friends!!

The program that we want to look at more closely today is the adventure „Shimmerkin". It was written by Christopher Hester and our task is to reconstruct a statue and at the end give it to the wizard Lorigray But before we can do that we need to find the individual parts of the statue and defend ourselves from a number of dark figures, but as an experienced adventurer we are used to that. It should first of all be mentioned that this program contains a number of „Red Herrings", in other words things or people which you don't need to solve the puzzles and which may even prevent you from doing so. In order to not leave you in the dark here is a list of what we will find:

Objects: bones, glass of wine, beef, casks of wine, cloth, box, treasure, candle, ball, bottle
People: chef, beggar, maiden, boy, peasant

You can ignore all of them without a second thought. But you shouldn't ignore the plan or the locations contained in it. After all the adventure takes place using 88 locations and it can't be a bad thing to avoid losing your orientation. Here are the locations:

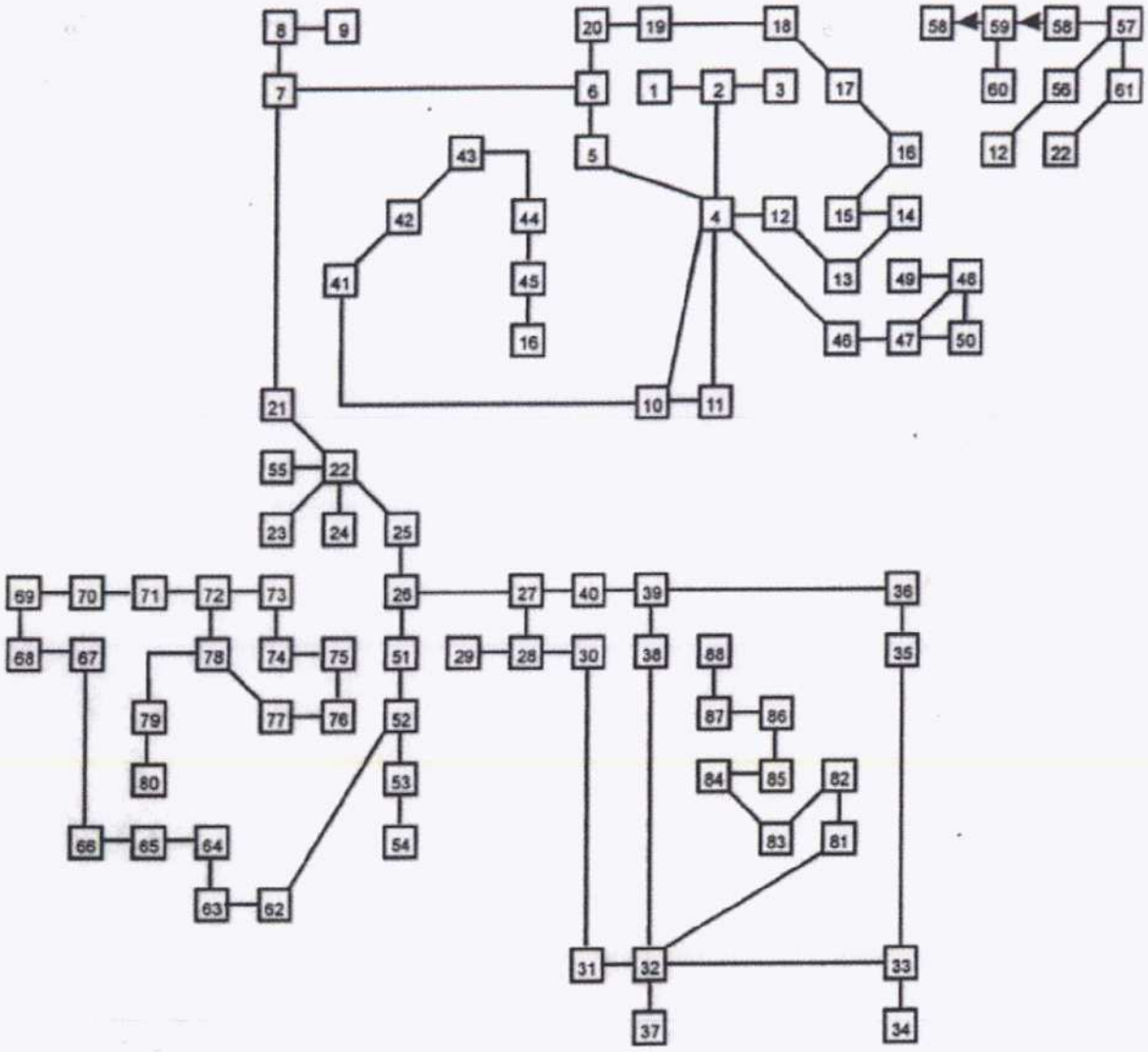
01) In a small cage / bar
02) Room outside small cage / wizard, elf, guard
03) In a small store room / pile of gold
04) In a circular room
05) In a musty prison cell / pile of bones
06) In a cluttered kitchen / loaf, leg of beef, glass of wine
07) In the chef´s lair / chef
08) At a corner stone
09) In a tiled hallway / knife
10) In the savage's lair / hungry savage, scroll
11) In the wizard's lair / Golkor the wizard
12) In the elfin´s lair / elfin
13) In a white room
14) In a draughty roon / grill
15) In a small tight room / blunt rusty axe
16) In the mutant's lair / jar, mutant
17) In a large dark hall A
18) In a large dark hall B
19) In a long corridor A
20) In a stretching corridor
21) In a ghost's lair / brightly shining ghost
22) In a merry banquet hall
23) In a food store/ some cheese
24) In a meat store / pig
25) In the castle entrance
26) Outside the castle
27) On a plain pathway A
28) Outside an old village
29) Inside a magnificently ornamented church / candle, vica
30) At an atmospherio misty graveyard
31) In a village street A
32) In a village street B / bottle
33) In a village street C
34) Inside Angrillon's hall / Angrillon
35) In the village square / fountain
36) At the pool of life
37) Inside the village shop
38) At an orchard with many trees
39) At a rose garden
40) On a plain pathway B
41) In the southwest turret

42) Up on the castle roof
43) In the northeast turret
44) In the witch's lair / witch
45) In a nicely cleaned room / sparkling chandelier, maiden
46) Faced with an enormous crevasse
47) In a cosy cellar
48) In a toilet room
49) In the Princess bedroom / sleeping Princess, chair, vase
50) In a washroom
51) On a path up Beach Hill / beggar
52) At the top of Beach Hill
53) At the dark entrance to a gloony looking cave
54) In a large smokey cave / gold-headed dragon
55) In a workshop / hammer
56) In a room of cold stone
57) In a small dungeon A / bones
58) In a black dizzy room / bones
59) In a small dungeon B / bones
60) In a hollow dungeon / bones
61) In a musty dungeon / bones
62) At the beach
63) At the edge of a small craggy rockpool / broken boat
64) Out in the ocean A
65) Out in the endless ocean A
66) Out in the endless ocean B
67) Out in the endless ocean C
68) Out in the ocean B
69) On the shore of Green Island
70) In a native clearing
71) Standing outside a large stone temple
72) In the temple of Tamorak
73) In a long stone corridor
74) At the foot of a great stone god
75) In a long corridor B
76) At the corner of a curvy corridor / plinth
77) In a long coridor C
78) In a long damp corridor
79) In a underground cavern A
80) In a underground cavern B
81) Inside stumbleblock wood
82) In the middle of a wood
83) In a thick part of the wood
84) In a wood of tall trees
85) At snake pass
86) On a pathway leading up
87) At snake pass near the white mountains / Rulgruk
88) In the hall of Lorigray / Lorigray the wizard

So that's it for the location on the plan. As the solution to the adventure is pretty complicated we won't lose any time and will get straight on with the adventure. From our start location we proceed as follows:

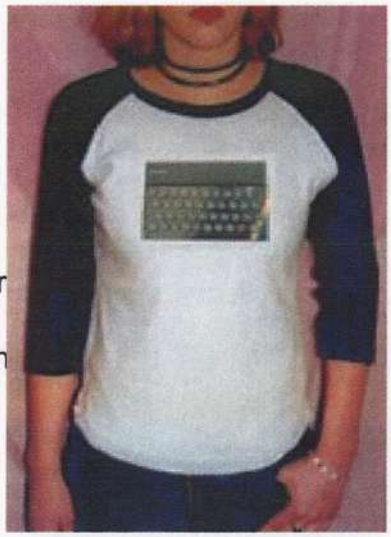
Exam cage, exam bars, get bar, E, talk elf, kill elf (With the help of the bar.), E, get gold, W, talk guard, talk wizard, R (Keep repeating this until the guard falls asleep.), kill guard (Again using the bar.), drop bar (get rid of it!), S, *NW, N,* get loaf, *W, N,* E, exam tiles, break tiles, get knife, W, *S, E, S, SE, SW,* give loaf (The barber gives us in exchange a scroll of parchment), read scroll (Now we know what our task is.), drop scroll, *NE, S,* exam bookcase (A certainGolkor – Named after a Klingon? – wants his lost book back.), N, E, kill elfin (This time using the knife), drop knife (Get rid of the evidence quickly), NE, open grill, W, get axe (Pretty blunt), NE, talk mutant (He will help us), get jar, exam jar (Helps to see of the ghosts.), NW, NW, W, W, S, W, S, open Jar (The ghost dissapears.), drop Jar, SE, SW, get cheese, *NE, S,* get pig, *N, SE, S, E,* S, W, talk vicar, give cheese (For which we get some holy water.), B, E, exam graveyard, exam cross, open coffin, get legs, exam legs (A golden part of the figure.), S, E, E, S, throw water (This scares off Angrilon.), get staff, exam staff, I (Now we own a golden arm.), *N, N, N,* exam pool (Transformation and strength are contained within.), drop arm, drop legs, drop axe (In den Pool – now it' suddenly sharp. But we leave it where it is for the moment.), S, exam fountain, get coin, *S,*

SHIMMERKIN



Double 'H'
mapped by
Software

New products at Sintech:



Anyone who is a Spectrum-User is also allowed to show it. Unfortunately the T-Shirts which we had printed 6 years ago have longs since sold out. So, time for something new

Long sleeves shirt
So that you will have something for the colder days of the year the new shirts in our programme have long sleeves. They are available in the sizes „Normal" (M-L) and „Gross" (XL) and with either blue or red arms. The text on the shirts has been done with a colour print.
Shirt: 21,00 Euro

Mousepad
We have also included mouse-pads in the program using the same motif. These pads have a fabric top which is a much better surface for a mouse than the normal hard plastic topped pads.
Mousepad: 11,00 Euro

230 PC Emulators
And the next product is, ‚at last', another Emulator-CD in our offer. I wouldn't call this the non plus ultra of emulators from the Spectrum scene. But it is suitable for providing an overview of all the emulators. In total there are 230 PC emulators on the CD plus tools and games. From Atari to Vectrex it includes simply everything. In addition there are 40 games machine emulators and 17 multi-machine emulators. Anyone who has a DOS-Windows PC even when it's only a 386er can start working with this CD. Though it really comes into it's own with a Pentium-PC or better
230 PC Emulators: 9,90 Euro

Prices are plus post and packing. Please send your orders to:
SINTECH, Gastäckerstr. 23, D-70794 Filderstadt, Tel./Fax: 0711 775033
Internet: www.sintech-shop.de e-mail: sintech@online.de

New:	
PC-Power supply with voltages for 2 Floppies and MB02	36,00 €
MB02-Printer cable	13,00 €
IDE-Kit for MB02+ (Ask about Hard-disk and CDROMS for this kit)	26,00 €
Spectrum +2A, new and in original box, complete	220,00 € KS
Didaktik Compact 48k	154,00 € KS
Extra for building AY-Sound into the Didaktik Compact	8,00 € KS
Diskinterface D80 + Flopppy for Didaktik or Spectrum	111,00 € KS
B-Drive for D80	60,00 € KS
Proface AT Extern (Keyboard interface to connect a PC-Keyboard)	55,00 € KS
Proface AT intern	52,00 € KS
Melodik AY-Soundbox without case	21,00 € KS
+2 Cassette recorder	36,00 €
Floppy drive (1,86 for MB02, 720k for Opus, 780k f. +D) State type required.	24,00 €
Power supply for +2A/B & +3 or Power supply for +2 (also 48k and 128k) State type	31,00 €
Floppy cable for 2 Drives	4,00 €
Microdrive	25,00 €
Multiface 128 (Also works on the 48K)	26,00 €
Multiface +3	46,00 €
Dust Cover 48k+/128k	8,00 €
Keyboard folie 48k	11,00 €
Keyboard folie Spectrum +/128k, new quality, doesn't age	21,00 €
Ink ribbon original STAR LC 10 in double pack, 2 ribbons	11,00 €
Plus 3 Cassette cable	10,50 €
+2 Joystick Adapter	7,50 €
Spectrum +2 Lightpen	36,00 €
Spectrum +3 Lightpen	27,00 €
Silver paper for ZX Printer	5,00 €
Phaser-Pistol with Software (Tape or +3)	20,00 €
+3 Drive bands	2,00 €
Keyboard stickers Spectrum / PC-Emulatoren	8,00 €
Wafadrive Cartridges 16K= 7,00 €, 32K= 7,50 €, 64K	8,00 €
Used:	
Sinclair ZX Spectrum 128k,complete with all cables	144,00 €
Sinclair ZX Spectrum +2, complete with all cables	70,00 €
Sinclair ZX Spectrum +2A, complete with all cables	65,00 €
Sinclair ZX Spectrum +3, built in. 3. drive, complete with all cables	100,00 €
Sinclair Spectrum 48k complete (rubber), complete with all cables +intro software.	64,00 €
Sinclair Spectrum 48k + complete, complete with all cables + Intro software	64,00 €
+3 Drive (checked)	74,00 €
Interface I	62,00 €
Opus Discovery Disk interface with 1 x 720k Drive	118,00 €
Joystick interface 1-Port 3,00 € 2-Port	11,00 €
Joystick (various to choose from)	2,50 €
Sinclair SJS-Joystick (+2/+3)	6,00 €
Microdrive Cartridges (ex- software)	3,50 €

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Prices plus P&P. Offer as long as stocks last.

Orders to :SINTECH, Gastäckerstr. 23, 70794 Filderstadt, Tel./Fax: 0711/775033
email: sintech@online.de http://www.sintech-shop.de

W, S (We are in a shop.), give gold (In exchange we receive the sword.), give pig (Strange exchange we get a plank.), give coin (we now own a mirror), *N, N, N,* get rose, W, W, W, *N, NW, NW, N, E, S, SE, N,* kill wizard (With the sword we just got.), R, get volume (Contains a collection of various spells.),*S, S,* give volume (to Golkor.), I (We now own a magic sword. And things start to get interesting.), W, U, NE, NE, D, give mirror (The witch – and in a flash she's gone.), exam bookcase, get plaque, read plaque (puzzel), drop plaque, S, climb up (mutant), exam chandelier, R, get diamond, S, *NW,* NW, W, W, *S, S, SE,* exam room, climb up (mutant), get torch, SE (We are on the ledge of a ravine.), drop plank, E, *NE,* W, give rose (For the princess and we receive a necklace.), E, *S,* W, W, *NW, SE,* get plank, NW, NW, *N, W, S, SE, SE, S,* E, E, F, *S, S, S* (We are once again in the shop.), give necklace (We receive a lance.), give diamond (Today we get a key in exchange.), N, *N, N, W, W, W, S, S, S, S,* kill dragon (With the sword and the lance.), drop lance, drop sword, get head (made of gold!),*N, N, N, N,* E, E, E, E (Back to the pool.), drop head, *S, S, W,* S, give torch (We receive a burning torch in exchange.),*N, N, N,* W, W, W, *N, NW,* W, get hammer, E, *NW, N, E, S, SE,* E, NE, *NE,* W, W, S, exam bones, get hand (Once again made of gold!), N, W, E, *S,* SW, SE, *S, S, S, SW, W,* exam boat, mend boat (With the hammer and the plank.), drop hammer, E, *NE, N, N,* E, E, E, E (Once again at the pool.), drop hand, *W, S, S, S* (Once agin in the shop.), give torch,*N, N, N,* W, W, W, *S, S,* SW, W, climb in (Boat), N, W, W, *N, W,* N, climb out (We are on a green island.), E, E, E, E, S, exam eyes (Of the statue.), exam eyes, E, S, exam plinth, read plinth (A puzzel.), W, NW, exam grass, open trapdoor (With the key.), D, S, exam pool, get body, exam body (Made of gold – who would have thought that?), N, *U, N,* W, W, W, climb in (Boat), S, *E, S,* E, E, S, climb out (and once again climb out of the boat.), E, NE,*N, N,* E, E, E, E (Once again at our well known puddle of water), drop body, R, get statue, get axe, *S, S, E, NE, N, SW,* NW, E, *N,* W, exam Rulgruk, kill Rulgruk, N, give statue..... the adventure of Shimmerkin is solved.

So that's it for this time. We hope you had fun with this task. But there are still more challenges waiting for us. Wait to be surprised, at what we have chosen for next time. Until then have fun in the adventure worlds of the Spectrum.

Harald R. Lack, Heidenauer Str 5, 83064 Raubling
Hubert Kracher, Schulweg e, 83064 Großholzhausen